

## ***Introduction***

AE-01-1189

## ***Audio recording and editing***

The documentation for the Direct-to-Disk system is divided into two manuals. Direct-to-Disk recording is described in the *Audio Recording* manual. The *Audio Editing* manual describes cue and sequence editing.

## ***Audio recording***

The *Audio Recording* manual prepares you for recording onto Direct-to-Disk tracks and guides you through the step-by-step process of laying down tracks.

This manual explains how to perform the following tasks.

- create a project
- set the track parameters for recording
- arm a track
- continuous recording
- record cues
- bounce tracks
- play back tracks and cues
- back up to tape
- store cues to optical disk

## *Audio editing*

The *Audio Editing* manual explains how to edit cues and create a sequence. It also explains how to fine-tune a sequence and play it back synced to picture.

This manual explains how to perform the following tasks.

- recall and edit cues
- block cues
- create a crossfade
- save cues
- places cues in a sequence
- edit the sequence
- play back the sequence
- store a sequence

## **Audio recording and editing (con't)**

### ***Cue and sequence editing***

This manual assumes that you have already recorded your tracks and are ready to edit cues and place them in a sequence. If you have not done this, refer to the *Audio Recording* manual.

Cue editing is nondestructive. There is no cutting and splicing of tape and no degeneration of sound. During the editing process, the original audio remains undisturbed on the Direct-to-Disk track as you recorded it.

Once the cues are edited, they can be placed on EDL-type lists and fine-tuned for precise synchronized playback. You can do further editing from within the sequence itself. The final product may be a vocal score, an overdub, sound effects synced to picture or a radio broadcast.

Most cue and sequence editing is done using the Audio Event Editor. If you are not familiar with using Audio Event Editor panels, review the "Introduction" section of the *Audio Recording* manual.

# The Audio Event Editor

SMPTE	00:12:23:07	PROJECTS	CUE EDIT	CUE TRIM	CUE DIR	MOTION	EVENTS	RECORD	SYNC
SEQUENCE	00:12:23:07	CUE 6TOR				LIBER 1	LIBER 2	LIBER 3	LIBER 4
D-T-D	00:12:23:07								

  

EVENT LIST EDITOR									
00:01:00:00.00		1. 100.4		100.8		100.8		100.8	
Event Start Time	Duration	End Time		Duration	End Time		Duration	End Time	
00:01:10:00.00			LT	SFX01	00:00:03	LT	00:01:13:00		
00:01:26:14.00			LT	SFX02	00:00:15	LT	00:02:11:04		
00:02:15:00.00			LT			LT			
00:02:35:00.00	00:00:24		LT			LT			
00:02:54:00.00	00:00:23	00:02:49:23	LT			LT			
00:03:47:00.00			LT	SFX03		LT			
00:04:24:22.00		00:02:56:01	LT	SFX04	00:01:02	LT	00:03:56:00		
00:06:25:00.00			LT	SFX05	00:00:04	LT	00:04:24:25		
00:06:48:00.00			LT		00:00:22	LT	00:04:48:00		
00:06:56:00.00			LT	SFX06		LT			

  

Set Display	Selected Time	Set Edit	Selected	Verify	Add Note	Add End Lp	Delete	Move	Play
Contents	Format	Features	Tracks		Add Note	Add RTT	Events	Copy	From